

5 •Obduratus, the Unyielding (152A) 1

Shi merchants have always looked to purchase a mate for this huge beast, since it has long been a crowd favorite.



CHARACTER • PREDATOR • WARRIOR • UNIT

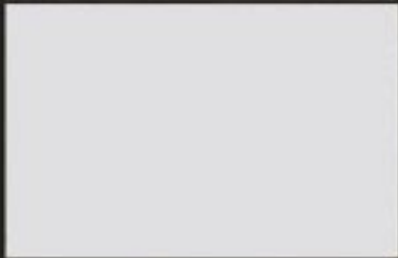
POWER 5 TACTICS 2 DEFENSE 4

This character's power, tactics, and defense can't be modified.

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4 Weaponeer (151A) 4

"I will endure to be burned, to be bound, to be beaten, and to be killed by the sword"—Petrionius



CHARACTER • WARRIOR • UNIT

POWER 3 TACTICS 2 DEFENSE 3

Quickdraw 1 (Add a • to each activated ability on a weapon beneath this character that already has at least one.)

• Pay 0 energy ≈ Play a weapon beneath this character. It requires 1 fewer support icon to play.

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3 Illuminator Craft (154C) 2

"I can't explain it. When it gets into range, we hit some kind of field that muddles our tracking."



SHIP (CAPACITY 1) • FIGHTER

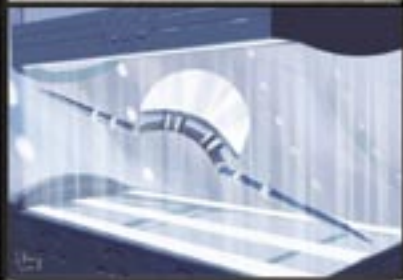
POWER 2 TACTICS 1 DEFENSE 3

When this ship enters play from your hand, you may make your opponent reveal his or her hand. As long as this ship has a character aboard, this ship is tactics +1.

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4 •Quondam Falx (155E) 2

"The weapon of our greatest champion. Here forever shall it lay interred."—Museum Display Case
"That's what they think."—Saark, Visiting Dignitary



WEAPON (KIZEN) • MELEE • RELIC

As long as this character is at a site, each of your drains here is +1.

• Pay 2 energy ≈ Choose target character your opponent has in a site battle here. Damage target if its defense < **D** + **D**.

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2 •Mystic Rondure (156D) 3

Salvaged from a long dead civilization, it sees both otherwheres and otherwhens. Illumination of your enemy's intent is a powerful asset.



ASSET • RELIC

As an additional cost for a player to play a card during his or her opponent's turn, that player pays 3 energy.

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2 •Dynamic Codex (157D) 3

"Hey, I see the combo to my locker." "No, that's my access password." "Looks like a comm code to me." "42?"



ASSET • RELIC

• Pay 2 energy ≈ Reveal the top card of any reserve and note its destiny. Search your used pile for a card that has that destiny and take that card into your hand. Shuffle your used pile.

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4 •Wayward Voyager (153C) 3

"Origin: Unknown. Allegiance: Unknown. Crew: Unknown. Somebody get me some data on this ship!"—Horatio Hicks



SHIP (CAPACITY 3) • CAPITAL

POWER 4 TACTICS 2 DEFENSE 1

Each time a battle begins here, damage this ship. When this ship is destroyed, you may make your opponent dismiss one of his or her ships here.

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